

KILL TEAM LIST

GREY KNIGHTS

CODEX: GREY KNIGHTS

This Team List uses the special rules and wargear lists found in Codex: Grey Knights. If a rule differs from the Codex, it will be clearly stated.

PSYCHIC CONDUIT

Before deployment nominate one model with the Psychic Conduit special rule to gain a 'conduit' token. A model with a conduit token gains the Psyker (Mastery Level 1) special rule, and knows the *Banishment* and *Hammerhand* powers from the **Daemonology (Sanctic)** discipline. If the model is a Purifier it also knows the *Cleansing Flame* power and is Mastery Level 2 instead. If the model with the conduit token is removed as a casualty, nominate another applicable model to gain the token in the beginning of your next turn.

PSYCHIC BROTHERHOOD

All Grey Knights models with the Psyker special rule harness Warp charges on dice rolls of 3+ rather than 4+.

TELEPORT ASSAULT

Any model in a Grey Knight team that has Deep Strike special rule listed in their list entry may Deep Strike as normal (see the Built-up Area rule).

CLEANSING FLAME AMENDMENT

When using the *Cleansing Flame* psychic power the D6+3 hit pool is divided as equally as possible between all enemy *models* within 9" starting from the closest one (regardless of Squads).

MODEL AVAILABILITY

You must adhere to the following model requirements when building your team:

- 1 Team Leader model
- 1-20 Core models
- 0-3 Special models



TEAM LEADERS

BROTHERHOOD CHAMPION											40 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Brotherhood Champion	5	4	4	4	2	4	2	9	3+	Infantry (Character)	
Paladin Champion	5	4	4	4	2	4	2	10	2+	Infantry (Character)	

WARGEAR:

- Power armour
- Storm bolter
- Nemesis force sword
- Frag grenade
- Krak grenade
- Psyk-out grenade

SPECIAL RULES:

- Inspiring Presence
- And They Shall Know No Fear
- Deep Strike
- The Aegis
- Preferred Enemy (Daemons)
- Psyker (Mastery Level 1)
- Purity of Spirit
- Expert Swordsman*

OPTIONS:

- Brotherhood Champion may take items from the **Melee Weapons** and/or **Special Issue Wargear** lists.
- May take items from the **Grey Knights Armoury**, including Leader items.
 - May take the following:
 - Iron halo *20 pts*
 - Artificer armour *15 pts*

PSYKER: The model knows the *Banishment* and *Hammerhand* powers from the **Daemonology (Sanctic)** discipline.

EXPERT SWORDSMAN

A model with this special rule must always issue and accept challenges whenever possible. Whenever the model is engaged in a challenge it may declare one of the Combat Stances listed below that is effective for the current Assault phase:

Sword Strike – model may re-roll all To Hit and To Wound rolls.

Blade Shield – model may re-roll all failed saving throws.

PALADIN LEADER

Paladin Champion counts towards Paladins total for Terminator Special weapons availability.

PALADIN CHAMPION UPGRADE:

A Brotherhood Champion may be upgraded to a **Paladin Champion** for 15 pts, replacing the power armour with Terminator armour. He also gains **Paladin Leader*** special rule.

Paladin champion may take items from the **Melee Weapons** list and **Grey Knights Armoury**, including Leader, Paladin and Terminator items.

- May take the following:
 - Iron halo *20 pts*
 - Digital weapons *10 pts*

JUSTICAR											30 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Justicar	4	4	4	4	2	4	2	9	3+	Infantry (Character)	
Terminator Justicar (upgrade)	4	4	4	4	2	4	2	9	2+	Infantry (Character)	
Knight of the Flame (upgrade)	4	4	4	4	2	4	2	9	3+	Infantry (Character)	
Interceptor Justicar (upgrade)	4	4	4	4	2	4	2	9	3+	Jump Infantry (Character)	

WARGEAR:

- Power armour
- Storm bolter
- Nemesis force sword
- Frag grenade
- Krak grenade
- Psyk-out grenade

SPECIAL RULES:

- Inspiring Presence
- And They Shall Know No Fear
- The Aegis
- Deep Strike
- Preferred Enemy (Daemons)
- Psyker (Mastery Level 1)
- Purity of Spirit
- Team Leader*

OPTIONS:

- May take items from the **Melee Weapons** and/or **Special Issue Wargear** lists.
- May take items from the **Grey Knights Armoury**, including Leader and Justicar items.

PSYKER:
The model knows the *Banishment* and *Hammerhand* powers from the **Daemonology (Sanctic)** discipline.

TERMINATOR JUSTICAR:
A Justicar may be upgraded to a Terminator Justicar for *10 pts*. A Terminator Justicar replaces his Power armour with Terminator armour and has access to Terminator only items in the **Grey Knights Armoury**.

TEAM LEADER*
Justicars count towards their respective model types for weapon availability. See the table below to see which Justicar type counts towards which restriction.
- Justicar – Grey Knights
- Terminator Justicar – Grey Knight Terminators
- Interceptor Justicar - Interceptors

INTERCEPTOR JUSTICAR UPGRADE:
A Justicar may be upgraded to an Interceptor Justicar for *10 pts* and gain a Personal Teleporter, losing the Deep Strike special rule. In addition, a Team led by an Interceptor Justicar may take more than five Interceptors.

KNIGHT OF THE FLAME UPGRADE:
A Justicar may be upgraded to a Knight of the Flame for *15 pts*. A Knight of the Flame loses the And They Shall Know No Fear and Deep Strike special rules but gains the Fearless and Purifying Flame special rules and knows *Cleansing Flame* from the **Daemonology (Sanctic)** discipline in addition to those stated in Psyker entry. A Knight of the Flame increases his Psyker level to Mastery Level 2.

ADEPT											40 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Adept	4	4	4	4	2	4	2	9	3+	Infantry (Character)	
Librarian (upgrade)	5	4	4	4	2	4	2	10	3+	Infantry (Character)	

- WARGEAR:**
- Power armour
 - Nemesis force sword
 - Frag grenade
 - Krak grenade
 - Psyk-out grenade

- SPECIAL RULES:**
- Inspiring Presence
 - And They Shall Know No Fear
 - The Aegis
 - Preferred Enemy (Daemons)
 - Psyker (Mastery Level 1)
 - Purity of Spirit

LIBRARIAN UPGRADE:
An Adept may be upgraded to a Librarian for *25 pts*. A Librarian increases his Psyker level to Mastery Level 2 and may choose a second Psychic Power.

- OPTIONS:**
- May take one of the following:
 - Storm bolter *5 pts*
 - Psychic hood *10 pts*
 - Combi-flamer, -melta or -plasma *10 pts*
 - May replace power armour with Terminator armour for *15 pts*.
 - May take items from the **Melee Weapons** and/or **Special Issue Wargear** lists.
 - May take items from the **Grey Knights Armoury**, including Leader and Adept items.

PSYKER:
At the start of the battle the model chooses a single Psychic Power from the following list:
Banishment (Daemonology Sanctic), *Hammerhand (Daemonology Sanctic)*, *Sanctuary (Daemonology Sanctic)*, *Purge Soul (Daemonology Sanctic)*, *Prescience (Divination)*, *Flame Breath (Pyromancy)*, *Psychic Shriek (Telepathy)*, *Assail (Telekinesis)*, *Emperor’s Wrath (Librarius)*, *Chasm (Geokinesis)*.

CORE

GREY KNIGHT										20 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Grey Knight	4	4	4	4	1	4	1	8	3+	Infantry

WARGEAR:

- Power armour
- Storm bolter
- Nemesis force sword
- Frag grenade
- Krak grenade
- Psyk-out grenade

SPECIAL RULES:

- And They Shall Know No Fear
- The Aegis
- Deep Strike
- Preferred Enemy (Daemons)
- Purity of Spirit
- Psychic Conduit

OPTIONS:

- Any Grey Knight may take items from the **Melee Weapons** list.
- For every five Grey Knights you take in your team, one model may replace its storm bolter and melee weapon with the weapon from the following list:
 Incinerator *10 pts*
 Psilencer *10 pts*
 Psycannon *15 pts*
- A Grey Knight may take **Suspensors** for *10 pts*.

GREY KNIGHT TERMINATOR										33 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Grey Knight Terminator	4	4	4	4	1	4	2	9	2+	Infantry

WARGEAR:

- Terminator armour
- Storm bolter
- Nemesis force sword
- Frag grenade
- Krak grenade
- Psyk-out grenade

SPECIAL RULES:

- And They Shall Know No Fear
- The Aegis
- Deep Strike
- Preferred Enemy (Daemons)
- Purity of Spirit
- Psychic Conduit

OPTIONS:

- Any Grey Knight Terminator may take items from the **Melee Weapons** list.
- For every three Grey Knight Terminators you take in your team, one model may take one item from the **Terminator Special Weapons** list.
- May take items from the **Grey Knights Armoury**, including Terminator items.

RESTRICTION: You may take a maximum of five Interceptors in your team.

INTERCEPTOR										24 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Interceptor	4	4	4	4	1	4	1	8	3+	Jump Infantry

WARGEAR:

- Power armour
- Storm bolter
- Nemesis force sword
- Personal teleporter
- Frag grenade
- Krak grenade
- Psyk-out grenade

SPECIAL RULES:

- And They Shall Know No Fear
- The Aegis
- Preferred Enemy (Daemons)
- Purity of Spirit
- Psychic Conduit

OPTIONS:

- Any Interceptor may take items from the **Melee Weapons** list.
- For every five Interceptors you take in your team, one model may replace its storm bolter and melee weapon with the weapon from the following list:
 Incinerator *10 pts*
 Psilencer *10 pts*
 Psycannon *15 pts*

SPECIAL

PURIFIER											25 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Purifier	4	4	4	4	1	4	2	9	3+	Infantry	

WARGEAR:

- Power armour
- Storm bolter
- Nemesis force sword
- Frag grenade
- Krak grenade
- Psyk-out grenade

SPECIAL RULES:

- Fearless
- The Aegis
- Preferred Enemy (Daemons)
- Purity of Spirit
- Purifying Flame
- Psychic Conduit

OPTIONS:

- Any Purifier may take items from the **Melee Weapons** list.
- One Purifier in your team may replace its storm bolter and melee weapon with a weapon from the following list:
 - Incinerator *10 pts*
 - Psilencer *10 pts*
 - Psycannon *15 pts*
- May take items from the **Grey Knights Armoury**.

PALADIN											55 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Paladin	5	4	4	4	2	4	2	9	2+	Infantry	

WARGEAR:

- Terminator armour
- Storm bolter
- Nemesis force sword
- Frag grenade
- Krak grenade
- Psyk-out grenade

SPECIAL RULES:

- And They Shall Know No Fear
- The Aegis
- Deep Strike
- Preferred Enemy (Daemons)
- Purity of Spirit
- Psychic Conduit

OPTIONS:

- May take items from the **Melee Weapons** and/or **Special Issue Wargear** lists.
- One Paladin in your team may take one item from the **Terminator Special Weapons** list. If there are three Paladins in your team, another Paladin may do so.
- A single Paladin in your team may replace its Melee weapon with a **Brotherhood banner*** for *15 pts*.
- May take items from the **Grey Knights Armoury**, including Paladin and Terminator items.

Brotherhood banner* - Friendly Grey Knights models within 6" of the bearer re-roll failed Morale checks and Pinning tests and have +1 Attack.

RESTRICTION: You may only take one Apothecary in your team.										
APOTHECARY										75 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Apothecary	5	4	4	4	2	4	2	9	2+	Infantry (Character)

WARGEAR:

- Terminator armour
- Narthecium
- Nemesis force sword
- Frag grenade
- Krak grenade
- Psyk-out grenade

SPECIAL RULES:

- And They Shall Know No Fear
- The Aegis
- Deep Strike
- Preferred Enemy (Daemons)
- Purity of Spirit
- Psychic Conduit
- Paladin*

OPTIONS:

- May take items from the **Melee Weapons** and/or **Special Issue Wargear** lists.
- May take items from the **Grey Knights Armoury**, including Paladin and Terminator items.

Narthecium (Rule Amendment): The Apothecary and all friendly models within 6" of the Apothecary gain the Feel No Pain special rule.

Paladin: the Apothecary counts towards Paladins total for Terminator Special weapons availability.

RESTRICTION: You may only take one Techmarine in your team.										
TECHMARINE										65 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Techmarine	4	4	4	4	2	4	1	8	2+	Infantry (Character)

WARGEAR:

- Artificer armour
- Power axe
- Bolt pistol
- Servo-arm
- Frag grenade
- Krak grenade
- Psyk-out grenade

SPECIAL RULES:

- And They Shall Know No Fear
- The Aegis
- Preferred Enemy (Daemons)
- Psyker (Mastery Level 1)
- Purity of Spirit
- Blessing of the Ommissiah
- Bolster Defences

OPTIONS:

- May upgrade servo-arm to a servo-harness for *25 pts*.
- May replace bolt pistol with a storm bolter for *free*.
- May take items from the **Melee Weapons** and/or **Special Issue Wargear** lists.
- May take items from the **Grey Knights Armoury**, including Techmarine items.

PSYKER: The model knows the *Banishment* and *Hammerhand* powers from the **Daemonology (Sanctic)** discipline.

GREY KNIGHTS ARMOURY

TARN'S WRATH (Leader Only) – 15 pts

This relic Nemesis halberd always glows with psychic energies enwrapping its blade with constant crackles. Legend says that brother Tarn channeled all his fury into this weapon while fighting a Greater Daemon of Khorne, leaving the part of his very essence in it forever.

Replaces the melee weapon.

This item counts as melee weapon and has the following profile:

Range S AP Type

Tarn's Wrath	-	+1	3	Melee, Daemonbane, Two-Handed, Force Potent*
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*Force psychic power automatically affects the weapon's bearer in the beginning of his Psychic phase. Note that this effect works exclusively on weapon's bearer.

MINOR LIBER DAEMONICA TOME (Leader Only) – 10 pts

The bearer may re-roll dice rolls of 1 when taking psychic tests when attempting to manifest psychic powers from the **Daemonology (Sanctic)** discipline.

ASHES OF NICAEA (Leader Only) – 20 pts

This combi-weapon of ancient design is known for its extreme effectiveness against the carriers of Psyker genes. The intricate secondary weapon system autotargets the Psyker and shatters the mind of the victim killing them in an instant.

Replaces the ranged weapon.

This item counts as ranged weapon and has two profiles that can be used for shooting:

Range S AP Type

Psybolts	24"	5	5	Rapid Fire
Psyocculus round	12"	5	1	Assault 1, Psykerbane*, One Use Only

*If the target of this weapon profile is a model with the Psyker special rule, the Psyocculus round gains Fleshbane, Instant Death and Ignores Cover special rules.

CONSECRATED SCROLLS (Leader Only) – 10 pts

The model has several scrolls attached to his armour, treated with sacred oils and covered in illuminated scripture that repels denizens of the Warp attempting to ravage his mind. If the model suffers Perils of the Warp, roll a d6. On a 5+ the model ignores all effects.

PURITY SEAL (Leader Only) – 10 pts

A Purity Seal takes the form of prayers or litanies inscribed onto paper and then affixed to the warrior's armour. Increases a Leader's Inspiring Presence radius from 6" to 12".

SACRED INCENSE (Leader Only) – 10 pts

The model carries a brazier burning with incense taken from the censers surrounding the Golden Throne, and the smoke it releases carries a tiny portion of the Emperor's holy grace. All models from the Chaos Space Marines faction and any model with the Daemon special rule within 3" of this model suffer -1 to their Initiative and Leadership.

GRIMOIRE OF TRUE NAMES (Justicar and Champion only) – 15 pts

This grimoire is an ancient and hallowed relic inscribed with the true names of all the Daemons encountered by the Grey Knights. Because knowledge of a Daemon's name gives power over that entity, any model with the Daemon special rule in base contact with the bearer decreases their Weapon Skill to 1.

ICON OF THE JUST (Leader Only) – 15 pts

Gifted to the most able and battle-tempered of the Grey Knights, the Icon of the Just incorporates a force field. The model receives a 5+ invulnerable save.

TELEPORTER (Terminator Only) – 5 pts

Instead of moving, a Terminator may teleport. Roll 2d6, the model may then move up to this amount in any direction, ignoring all terrain and models. If he does this he cannot assault this turn.

RAD GRENADE – 10 pts

Once per game, during a turn in which the model launches an assault, or is assaulted, the model can choose to use its rad grenade to inflict a -1 Toughness penalty to the enemy unit until the end of the phase.

Models may only be affected by this -1 once per turn.

PSYBOLT AMMUNITION – 5 pts

Psybolts are silver-tipped, psychically charged shells. The model gains +1 Strength when firing any 'bolt' gun, including bolt pistols and storm bolters. Cannot be used on **Armoury** weapons.

MASTER-CRAFTED WEAPON – 10 pts

Choose a single weapon the model has to gain the Master-crafted special rule. Cannot be used on **Armoury** weapons.

PHOTON BEAM (Techmarine Only) – 10 pts

The Photon Beam is a high-powered searchlight which is able to flash in short bursts blinding the enemy. The Photon Beam is a ranged weapon that may be fired in addition to another weapon, and has the following profile:

Range	S	AP	Type
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Photon Beam	36"	*	-	Assault 1, Blind
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*The Photon Beam causes no damage when it hits, but still causes a Blind test.

SUSPENSORS – 10 pts

A model with Suspensors that is equipped with a Heavy type weapon may fire this weapon at full BS even if he has moved in the Movement phase – although if he does so, the maximum range of the weapon is halved.

ANOINTED WEAPON – 5 pts

Choose one of the model's weapons to be carefully anointed with holy water. The anointed weapon gains the Poisoned (2+) special rule against models with the Daemon special rule.

UNGUENTS OF WARDING – 5 pts

These blessed and pungent ointments can be used to trace sigils of protection onto armour. The model receives a +1 modifier to Deny the Witch tests (this is in addition to other bonuses).

AUSPEX – 5 pts

A model with an Auspex can use it in place of making a shooting attack. Target an enemy unit within 12". A unit that is targeted by one or more auspexes has its cover saves reduced by 1 until the end of the phase.

BIONICS – 5 pts

The model gains the Feel No Pain (6+) special rule.

TARGETER – 5 pts

If a model with a Targeter has not moved in the previous Movement phase it may re-roll To Hit rolls of 1 when shooting.

PSYK-OUT GRENADE – 3 pts

See Codex (Grey Knights) for description.